AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous listings and versions of claims in this application.

1-29 Cancelled

30. (New) A system for delivery of content over a wide area network, the content being captured by the system over a time period of a live event, the system comprising:

a first computer connected to a first side of the wide area network, the first computer having a cache for storing at least one data stream and the first computer having access to executable instruction code in an electronically readable medium for at least:

identifying a live portion of the at least one data stream containing content captured by the system, the live portion being that portion of the at least one data stream at the first computer containing content captured more recently by the system than the content contained in any other portion of the at least one data stream at the first computer that is currently available for sending from the first computer to a second computer, the second computer being connected to a second side of the wide area network;

identifying a user position portion of the at least one data stream, the user position portion of the at least one data stream being that portion most recently sent from the first computer to the second computer;

receiving a first request at the first computer from the second computer;

in response to the first request, sending the live portion of the at least one data stream from the first computer to the second computer;

receiving a second request at the first computer from the second computer; and

in response to the second request, sending a portion of the at least one data stream from the first computer to the second computer during at least the time period of the live event, the portion containing content captured less recently by the system than content contained in the live portion of the at least one data stream and continuing with succeeding portions of the at least one data stream, each succeeding portion in sequence containing content more recently captured by the system, and wherein at least some of the portion is sent from the first computer to the second computer at a content rate such that, after a period of time, the user position portion of the at least one data stream catches up with the live portion.

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31. (New) The system of claim 30 wherein:

the at least one data stream includes a first data stream and a second data stream, the first and second data streams containing substantially the same content, the first data stream being a first sequence of audio samples and the second data stream being a second sequence of audio samples created at the first computer from the first sequence of audio samples, the content rate of the second sequence of audio samples when delivered at a first data rate being greater than the content rate of the first sequence of audio samples when delivered at the first data rate;

the at least one data stream sent in response to the first request includes the first data stream;

the at least one data stream sent in response to the second request includes the second data stream; and

the executable instruction code in an electronically readable medium is also for at least creating the second data stream from the first data stream.

32. (New) The system of claim 30 wherein the at least one data stream includes a first sequence of video frames.

33. (New) The system of claim 30 wherein the at least one data stream includes a first sequence of commands for directing the second computer to retrieve and present a sequence of slides.

34. (New) The system of claim 30 wherein the second request comprises a third request to transition to the data stream containing the live portion.

35. (New) The system of claim 30 wherein the second computer comprises a media player for presenting the data stream.

36. (New) The system of claim 35 wherein the second computer receives executable instruction code sent from the first computer and implements the code for presenting an on-screen interface allowing the user at the second computer to request in successive fashion at least the first and second of the plurality of data streams stored at the first computer.

37. (New) A method of streaming a first data stream of a live event in a first and second streaming modes supported at a first computer connected to a first side of a wide area network from the first computer to a second computer connected to a second side of the wide area network, the second computer having a media player program for presenting content of the data stream to a user at the second computer, a first mode of the media player program not changing in response to a change from the first of the streaming modes to the second of the streaming modes, the method comprising:

the first computer sending executable instruction code to the second computer for invoking the first mode of the media player program and for presenting an on-screen interface allowing a user at the second computer to request in successive fashion at least the first and the second of the plurality of streaming modes supported at the first computer;

in response to a request received at the first computer from a user at the second computer during the live event to change from the first of the plurality of streaming modes to the second of the plurality of streaming modes, associating time stamp values with data units of the first data stream such that the media player program at the second computer will present content of the first data stream in a manner providing the user at the second computer an experience of a mode change while the media player program remains in the first mode of the media player program,

wherein one of the streaming mode is for presenting live content of the live event and the other one of the streaming mode is for presenting content of the live event that is less recent than the live content.

38. (New) The method of claim 37 wherein the first mode of the media player is a mode for playing in sequence data units having successively increasing time stamp values, the first mode of the streaming modes is a live mode, the second mode of the streaming modes is a non-live mode having a first identifiable difference between an originally applied time stamp of a data unit to be next delivered from the first computer to the second computer and a time stamp corresponding to real time wherein the time stamp values of data units to be next delivered are changed from the originally applied time stamp to the time stamp corresponding to real time such that the second computer continues to receive data units that have successively increasing

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time stamp values when a mode change from the first of the streaming modes to the second of the streaming modes occurs.

39. (New) The method of claim 37 wherein the first mode of the media player program is a mode for playing content at a first content rate, the first mode of the streaming modes is a mode for playing content at the first content rate, and the second mode of the streaming modes is a mode for playing content at a second content rate, the second content rate being faster than the first content rate, and wherein when streaming in the second of the plurality of modes, time stamps of data units sent to the second computer are adjusted such that a time value difference between the time stamps of a first data unit and a second data unit is less that than the time value difference between the original time stamps applied to the first data unit and the second data unit so that the media player program, while remaining in a mode for playing content at the first content rate, plays content at the second content rate.

40. (New) The method of claim 49 wherein the first mode of the media player transitions from the non-live content mode to the live content mode when the time stamp value of the data units of the second, non-live data stream catch up to the time stamp values of the first, live data stream.

41. (New) A method for delivery of content over a wide area network, the content being captured by the system over a time period of a live event, the method comprising:

providing a first computer connected to a first side of the wide area network, the first computer having a cache for storing at least one data stream and the first computer having access to executable instruction code;

identifying a live portion of the at least one data stream containing content captured by the system, the live portion being that portion of the at least one data stream at the first computer containing content captured more recently by the system than the content contained in any other portion of the at least one data stream at the first computer that is currently available for sending from the first computer to a second computer, the second computer being connected to a second side of the wide area network;

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identifying a user position portion of the at least one data stream, the user position portion of the at least one data stream being that portion most recently sent from the first computer to the second computer;

receiving a first request at the first computer from the second computer;

in response to the first request, sending the live portion of the at least one data stream from the first computer to the second computer;

receiving a second request at the first computer from the second computer; and

in response to the second request, sending a portion of the at least one data stream from the first computer to the second computer during at least the time period of the live event, the portion containing content captured less recently by the system than content contained in the live portion of the at least one data stream and continuing with succeeding portions of the at least one data stream, each succeeding portion in sequence containing content more recently captured by the system, and wherein at least some of the portion is sent from the first computer to the second computer at a content rate such that, after a period of time, the user position portion of the at least one data stream catches up with the live portion.

42. (New) The method of claim 41 wherein:

the at least one data stream includes a first data stream and a second data stream, the first and second data streams containing substantially the same content, the first data stream being a first sequence of audio samples and the second data stream being a second sequence of audio samples created at the first computer from the first sequence of audio samples, the content rate of the second sequence of audio samples when delivered at a first data rate being greater than the content rate of the first sequence of audio samples when delivered at the first data rate;

the at least one data stream sent in response to the first request includes the first data stream;

the at least one data stream sent in response to the second request includes the second data stream; and

the executable instruction code in an electronically readable medium is also for at least creating the second data stream from the first data stream.

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43. (New) The method of claim 30 wherein the at least one data stream includes a first sequence of video frames.

44. (New) The method of claim 41 wherein the at least one data stream includes a first sequence of commands for directing the second computer to retrieve and present a sequence of slides.

45. (New) The method of claim 41 wherein the second request comprises a third request to transition to the data stream containing the live portion.

46. (New) The method of claim 41 wherein the second computer comprises a media player for presenting the data stream.

47. (New) The method of claim 46 wherein the second computer receives executable instruction code sent from the first computer and implements the code for presenting an on-screen interface allowing the user at the second computer to request in successive fashion at least the first and second of the plurality of data streams stored at the first computer.

48. (New) A system for streaming a first data stream of a live event in a first and second streaming modes supported at a first computer connected to a first side of a wide area network from the first computer to a second computer connected to a second side of the wide area network, the second computer having a media player program for presenting content of the data stream to a user at the second computer, a first mode of the media player program not changing in response to a change from the first of the streaming modes to the second of the streaming modes, the system comprising:

the first computer configured to send executable instruction code to the second computer for invoking the first mode of the media player program and for presenting an on-screen interface allowing a user at the second computer to request in successive fashion at least the first and the second of the plurality of streaming modes supported at the first computer; and

the second computer that is configured to send a request from a user to the first computer during the live event in response to which the first computer is to change from the first of the

plurality of streaming modes to the second of the plurality of streaming modes, and is further configured to use time stamp values associated with data units of the first data stream such that the media player program at the second computer will present content of the first data stream in a manner providing the user at the second computer an experience of a mode change while the media player program remains in the first mode of the media player program,

wherein one of the streaming mode is for presenting live content of the live event and the other one of the streaming mode is for presenting content of the live event that is less recent than the live content.

49. (New) The system of claim 48 wherein the first mode of the media player is a mode for playing in sequence data units having successively increasing time stamp values, the first mode of the streaming modes is a live mode, the second mode of the streaming modes is a non-live mode having a first identifiable difference between an originally applied time stamp of a data unit to be next delivered from the first computer to the second computer and a time stamp corresponding to real time wherein the time stamp values of data units to be next delivered are changed from the originally applied time stamp to the time stamp corresponding to real time such that the second computer continues to receive data units that have successively increasing time stamp values when a mode change from the first of the streaming modes to the second of the streaming modes occurs.

50. (New) The system of claim 48 wherein the first mode of the media player program is a mode for playing content at a first content rate, the first mode of the streaming modes is a mode for playing content at the first content rate, and the second mode of the streaming modes is a mode for playing content at a second content rate, the second content rate being faster than the first content rate, and wherein when streaming in the second of the plurality of modes, time stamps of data units sent to the second computer are adjusted such that a time value difference between the time stamps of a first data unit and a second data unit is less that than the time value difference between the original time stamps applied to the first data unit and the second data unit so that the media player program, while remaining in a mode for playing content at the first content rate, plays content at the second content rate.

51. (New) The system of claim 50 wherein the first mode of the media player transitions from the non-live content mode to the live content mode when the time stamp value of the data units of the second, non-live data stream catch up to the time stamp values of the first, live data stream.